

## JUNIORS SOCCER LEAGUE **AGES 9-11**



Rules of Play

## Adapted for FCPR from US Youth Soccer

**Field of Play:** dimensions are appropriate for the movement capabilities of 9-11 year-old children. Field Markings: each park field may be different but all fields are appropriately sized for U12 play

Goals: the goals are 6 x 18 feet

**Ball:** must be a size four for game play.

Player Attire: all players must wear shin guards; Cleats are recommended. Team shirts will be provided prior to the first game.

Number of Players: coaches should strive for 5v5 (Including Goalie). Administrators, coaches and referees should be encouraged to allow players from the team with sufficient numbers to 'loan' a player or two to the team that is short players and then PLAY.

The Referee: this league will be using Coach/Ref. Both coaches can be on the field during game play and mutually call the game. All rule infringements shall be briefly explained to the offending player.

Penalties: No slide tackles; All penalties result in indirect kick

Parent Assistants: parents can be used to assist timekeeping, scorekeeping, and as linesmen, but are not permitted on the field. - Only head coaches

Duration of the Match: games shall begin at the scheduled time. There will be 25 minute halves, with running clock for both. The half-time break shall be approximately five (5) minutes. Once game is completed, all players and coaches must leave the field immediately to allow for next scheduled game

Throw-Ins: any ball traveling out of bounds on either sideline will result in a throw-in

Goal Scored: To start each half, and after goals, the ball will be brought back to midfield for a kickoff by the appropriate team.

Offside: there shall be no offside called during these games.

Corner/Goal Kicks: any ball traveling behind the goal will result in either a goal kick (if last played by an offensive player) or a corner kick (if last played by a defensive player). The distance the defending players must be away from the ball until it is kicked is the same as the radius of the center circle.

Roster Size: Recommended minimum – 6 players / maximum – 12 players

Playing Time/Subbing: A min. of at least 50% playing time is required—Subs at any play stoppage **Lopsided rule:** Losing team gets to add a 1 player if winning team gets ahead by 5 goals. Extra player comes off when the goal differential comes back under 5. If goal differential becomes 9, winning team pulls a player (who comes back on if goal differential drop back to 8)

Scores / Standings: Scores will be submitted by coaches. Both coaches will have till 12pm on the Monday following the game to text or email score to league director. Standings on FCPR Website **Sportsmanship:** Unsportsmanlike conduct from coaches, players, or spectators will not be tolerated, and should be immediately reported to the league director. Violators could face suspension from Frederick County Parks and Recreation programs

\*The League Director will make final determination on any rules or interpretations\*

Cancellation Line Info: If the weather is questionable, please call 301-600-6291 (option 2). This line will be updated if there are any cancelations. A Standard greeting means practices/games are on

If a practice date happens to be rained out it will be not be made-up.

Game rainouts will be re-scheduled on a Saturday at the end of the season

\*All players will receive recognition at the completion of a terrific season!

